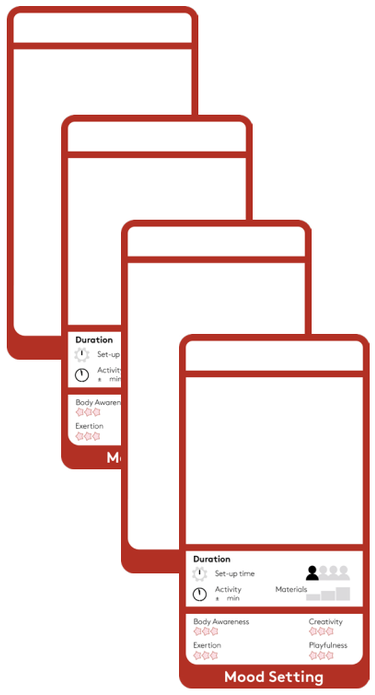
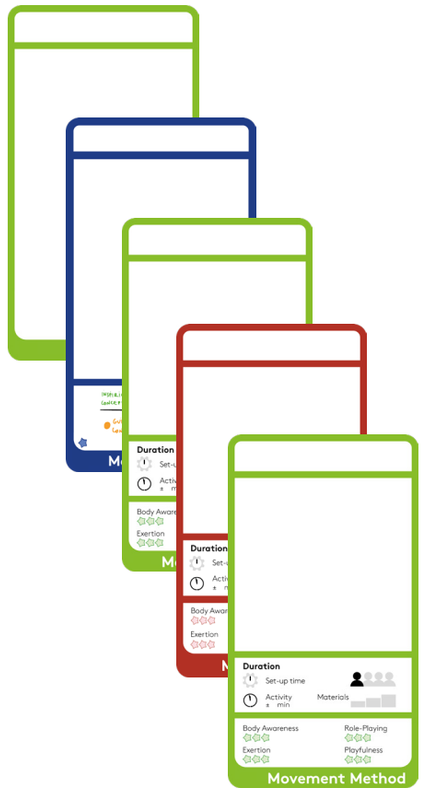
Game Board for Planning Movement-Based Design Session

Warm-up

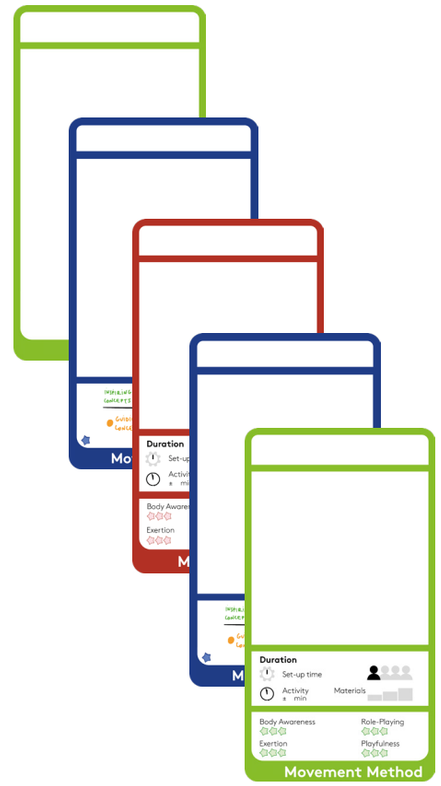


Divergent

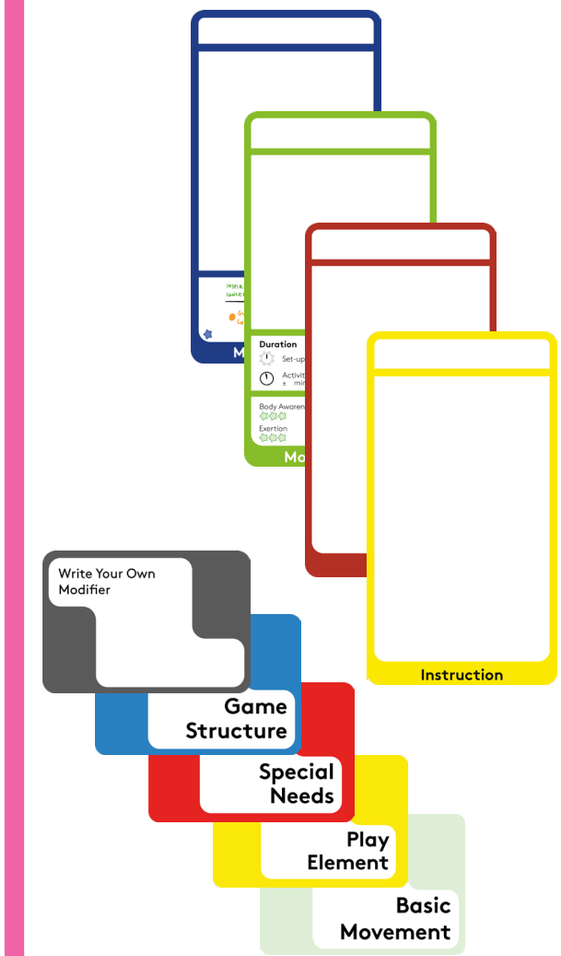


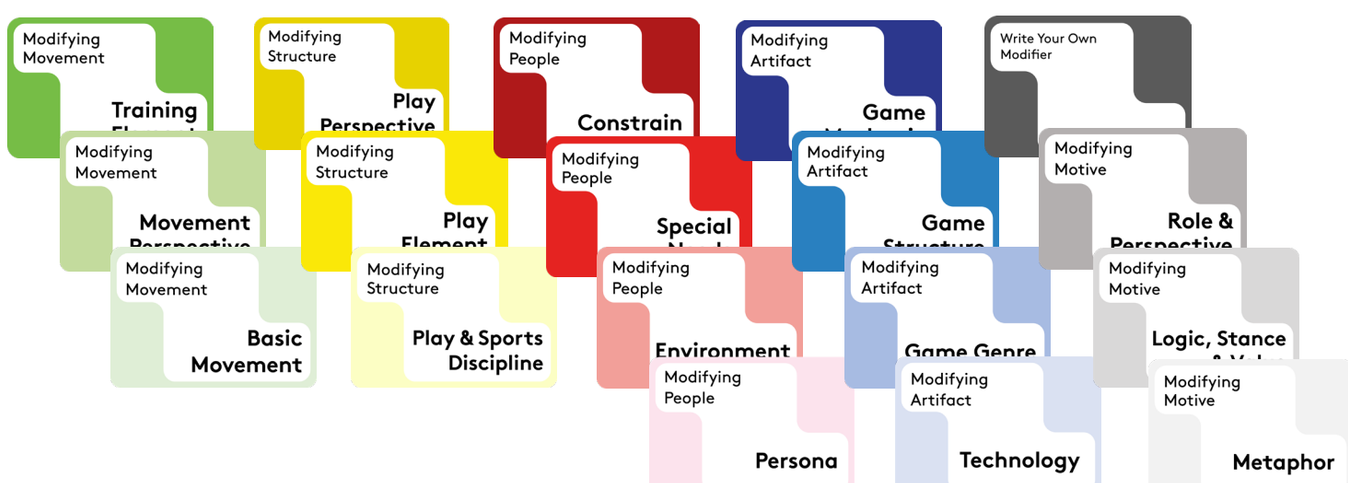
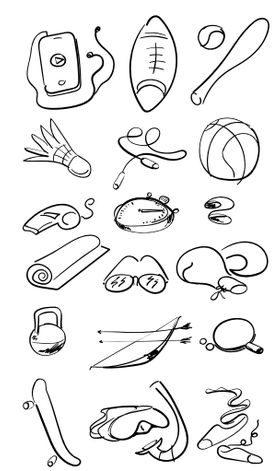
Designing

Convergent



Back-up



Instructions

Modifying – Cards & Props